

CITY OF TEMPE  
PARKS & RECREATION  
12U  
LADYHAWKS SOFTBALL RULES  
2005 SPRING

**PLAYING RULES**

All leagues will play under ASA rules that do not appear or have not been amended by this edition of the LadyHawks Softball Rules. Tempe Parks and Recreation reserves the right to change or introduce new rules for the improvement of the LadyHawks Softball Program.

**PROOF OF AGE AND REGISTRATION** - All players must have;

1. Birth Certificate
2. Registration

ON FILE, in the Parks & Recreation 's office - not at game site.

Registration must be on file in order for participant to PRACTICE.

Birth Certificate must be on file in order for participant to play in GAMES!

Registrations and birth certificates WILL NOT BE ACCEPTED AT THE FIELD.

**UNIFORM**

**A. Shirt/Team Jersey**

1. All players on a team shall wear the LadyHawks (issued) team shirt. Players will *NOT* BE REQUIRED TO TUG TEAM SHIRTS IN.
2. Numbers must remain visible - same as ASA.
3. If for some reason a *player\** does not have a team uniform, the head coach must present the reason(s) why to the home plate umpire, the opposing team coach, and site supervisor PRIOR TO THE START OF THE GAME. If the home plate umpire deems the participant is otherwise properly dressed for game activity, the participant will be allowed to play.

*\*Player must have registration and birth certificate ON FILE, in the Parks and Recreation's office - not at game site. This will be verified by site supervisor.)*

**B. Headwear.** All players on a team shall wear the LadyHawks (issued) visor or NO VISOR OR HEADWEAR AT ALL. Handkerchiefs do not qualify and can not be worn around the head, neck, arm, or leg.

## **UNIFORM continued:**

C. Pants. Players pants may be long, short, or mixed in style and color. Sliding shorts are strongly recommended for all players in this age category.

D. Undershirts. Player's undershirts, if worn, may be mixed in style and color.

E. Numbers: There may be identical numbers. Players without numbers will be allowed to play.

F. Jewelry. Small stud earrings (no larger than  $\frac{1}{4}$ " in diameter) can be worn. All other jewelry judged by the umpire to be dangerous, must be removed and may not be worn during the game.

## **PRE-GAME**

1. All players must be registered with the City of Tempe before they can practice or play.
2. Teams may be forced to forfeit until all players are officially registered.
3. No jewelry is to be worn with the exception of stud earrings.
4. Temporary tattoos or ink pen markings are not permitted.
5. Line-up cards: Ten minutes before game time submit a line-up card to include FIRST AND LAST names, UNIFORM NUMBER , and substitute players.
6. Warm-up WILL BE KEPT TO A MINIMUM. The first game of the evening will be the only game to allow a warm- up, and only if each team fits into the following time frame. The visitor team will be able to warm up for 10 minutes: 25 minutes prior to game time (ie. 6:00p game time - the visitor will only have from 5:35p- 5:45p for pre-game warm up. The home team must take the field at 5:45 if they wish to take their warm up. The second game of the evening will not have time for infield/outfield pre-game warm up, with the exception to the pitcher. The pitcher will be allowed 5 pitches in the first inning of their appearance, and any inning after that, the pitcher will be held to a 3 pitch maximum.

## **FIELD/BALL DIMENSIONS**

1. Field: G12-U Bases - 60' Pitching - 40'
2. Field: G14-U Bases - 60' Pitching - 40'
3. Balls: G12-U & G14-U 12" Ball
4. Faulty game dimensions will be corrected immediately upon realization - ASA rule.

## **GAME TIME**

1. Weekdays: 6:00 PM & 7:30 PM
2. Saturdays: 8:30 AM, 10:00 AM & 11:30a
3. Each game will be 7 innings or called by time.
4. A game is considered complete at the completion of 3 innings unless time has expired.
5. Game time is forfeit time.
6. Make-up games will be scheduled if feasible to do so.

## **FORFEITS/MINIMUM PLAYERS NEEDED**

1. Teams must have 8 players to start and continue a game with the following exception.
2. A game may start if one team has at least 7 players. The team with 7 players automatically, if they are not already, becomes the visiting team. For the game to continue the 8<sup>th</sup> player must arrive prior to 3 outs being achieved, 6 runs having been scored and/or in time to bat in the 8<sup>th</sup> place in the batting order. If the 8<sup>th</sup> player does not appear, the game is a forfeit and the teams may continue play as part of the 2 inning scrimmage (refer to point #5).
3. If both teams have fewer than eight players the game is a double forfeit.
4. The 8th player and any subsequent players that show up to play can only be inserted at the bottom of the batting order - using the "every player present" batting order.
5. Forfeited games will go in the book as 7-0. If both coaches agree, the teams can play a **2 inning scrimmage with umpires**. The first inning, every player present will take a turn at bat. The second inning will be played on the 3 out basis.

## **OFFICIAL TIME**

1. The scorekeeper will control the game timer.
2. The 70-minute game timer will start after the first pitch to the first batter.
3. The timer will be set for 70 minutes. At the 70 minute mark (the buzzer goes off) the current inning will be finished. The home team is always allowed to have the last bat, unless ahead at the conclusion of the visitors last bats.
4. Games should average 1.5 hours each.

## **SCORING**

1. TO START EACH GAME, THE FIRST TIME THE VISITORS COME TO BAT, THEY WILL BE ALLOWED A MAXIMUM OF 6 RUNS. ALL TURNS AFTER THAT, INCLUDING THE FIRST TIME THE HOME TEAM COMES TO BAT, THE TEAM WILL BE ALLOWED TO SCORE AS MANY AS IT TAKES TO TIE (the current score) PLUS SIX (6) RUNS. There is no "continuation rule" for runners coming in home after the six-max run is reached. After the sixth run scores (that is: allowing as many runs as it takes to tie plus 6), the other team will come to bat regardless of the number of outs in the inning.
2. In the bottom of the last inning the home team only need to score as many runs as needed to tie plus 1 run.

## **RUN RULE / RUN LIMITS**

1. Teams ahead by 15 runs, after 3 complete innings or 60 minutes of play, will be declared the winner and all game activity will end.
2. Teams are limited to 6 runs per inning.

## **TIED GAMES**

1. Regular season games tied at the end of the end of 7 innings OR time expires (with the home team completing their last at bats), will be recorded as a tie.
2. Tied games during tournament games will be governed by tournament rules., TBD later.

## **BASE RUNNING / STEALING**

1. Stealing second, third and home is allowed in both G12-U Community and Club Divisions.
2. Runners are entitled to advance when the ball leaves the pitcher's hand.
3. Penalty for leaving contact with the base early: ball is dead and the base runner is out.
4. The infield fly rule will be in effect.
5. Pinch/courtesy runners may only be used for an injured player OR, for a catcher that is on base and needs to prepare for the next inning.  
The pinch/courtesy runner will be the player that made the last out.
6. Drop 3<sup>rd</sup> strike will be allowed in the G12U league.

## **BATTING**

1. For G12-U leagues "every player present" will be placed in the team's batting order with unlimited defensive substitution allowed *except for the pitcher*. Any player may be substituted or replaced and re-entered freely. The batting line up should never change.
2. Players arriving after the game starts may be added to the bottom of the order.
3. If a player leaves the game due to injury or *any other reason* and does not return, the position in the batting order is an automatic out the first time the vacancy comes up. After one turn the vacated position will be passed over with no further penalty.
4. On deck batters are not allowed. There is NO WARM UP (BAT SWINGING) INSIDE THE DUG OUT. Under no circumstances should a player be allowed to take any practice swings inside the dug out.
5. Batting out of order is an appeal play that maybe made only by the defensive team. (Even though LadyHawks provides an official scorekeeper, it is up to the defensive team to bring any possible "batting out of order" scenario to the attention of the umpire.

## **PITCHING**

1. There shall be allowed only two charged conference per pitcher-per game between the manager or other team representative from the dugout. A third charged visit per pitcher shall result in the removal of the pitcher.
2. Pitchers removed from the game may not return to the pitching position.
3. Pitchers are allowed to use either the AIA or ASA pitching motion. The AIA pitching rule allows raising the non-pivot foot off the pitching plate and returning it to the plate creating a step back or rocking motion.
4. Delivering a single pitch in a game shall count as one inning pitched.
5. Pitching warm-up time between innings is 1 minute or 3 pitches for returning pitchers and 5 pitches for new pitchers

## **CATCHERS**

1. Catchers must wear all protective gear (chest protector, throat guard, mask and helmet) during the game, during any warm up or during any practice.
2. No player shall receive a throw in the crouch position without wearing full protective gear.
3. Adults may warm-up the pitcher between innings while the catcher is getting ready.

## **STANDINGS AND AWARDS**

1. League standings will be kept and league winners will receive a league trophy. (t-shirts will be given for tournament winners 1<sup>st</sup> - 4<sup>th</sup>)
2. Tournament seeding will be by best record/equitable seeding.
3. There will be a double elimination tournament for each division (Community & Club). Every team playing in the league must commit to the tournament schedule.
4. Tournament winners, 1<sup>st</sup> through 4<sup>th</sup> will receive famous Tempe t-shirts.
5. Under no circumstances should coaches collect money from team families for parties and/or awards.

## **COACHES NOTES**

1. Coaches ejected from a game must meet with the recreation coordinator in charge of the program before being allowed to return and resume coaching duties.
2. Coaches cannot be in the field of play except as a base coach. This refers to standing or sitting (on a bucket) outside the dugout.
3. PLEASE DO NOT SIT ON BUCKETS OR STAND OUTSIDE THE CONFINES OF THE DUGOUT.

## **GAME NOTES**

In order to optimize playing/game time please orient your teams to the following guidelines:

1. There will be 1 minute between half innings.
2. Defensive team gatherings will be discouraged - the time will come out of the pitchers warm-up minute.
3. Warm-up pitches are limited - see Pitching.
4. Use a courtesy runner for the catcher - late in an inning.
5. Make an effort to have a coach warm-up the pitcher while the catcher gets ready.
6. The home plate umpire may control repeated offensive and or defensive conferences by a coach to her players, if the umpire thinks time is purposely being wasted. The umpire will first issue a warning then disqualifying (throwing out) the coach/manager. This rule is written to make sure no team tries to run out the game clock out unnecessarily.

## **PLAYING TIME / ELIGIBILITY**

1. Every player has the expectation to play at least  $\frac{1}{2}$  the game in the field. Each player must have entered the game defensively by the end of the 3rd inning.
2. Players must have appeared in 50% of the games in order to be eligible for the post season tournament. No roster additions after April 15, 2004, without Recreation Coordinator's approval. No additions to any roster will be allowed after April 28, for any reason.
3. Coaches using ineligible player(s) may: lose dugout privileges, forfeit games, be eliminated from tournament play and/or banned from future league participation.
4. Player eligibility issues will not be solved on the field - the game should continue.
5. Player eligibility issues will be solved 24/48 hours after a concern has been expressed.

## **PROTEST**

1. Protest will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of the umpire.
2. There will be no recourse or relief on issues involving the misinterpretation of a playing rule.
3. The leagues will operate with the understanding that players, coaches and umpires can and will make mistakes. In the case of the umpires, we will review the events and use the results to make changes or use them as a teachable moment for the umpires and staff.
4. The expectation of the coaches is that they may make an inquiry about a call. If the question is not resolved to their satisfaction they should drop their concern, continue the game with no further disruption and call the league coordinator the next morning.

In the event of any rule question or cases not covered in the LadyHawks Softball Guide Handbook, the Recreation Coordinator shall have the authority to institute new rules or to change rules, to maintain the continuity of the "LadyHawks Fast Pitch Softball Program.

#### LadyHawks' Fast Pitch Softball Staff

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#### **PURSUE VICTORY WITH HONOR.**

**"YOU MUST BE INTERESTED IN FINDING THE BEST WAY, NOT IN HAVING YOUR OWN WAY."**

**John Wooden, former UCLA teacher-coach.**

6. The G14-U leagues may choose between batting "every player present" and batting and starting the "9 best players". When batting "every player present", unlimited defensive substitution is allowed except for the pitcher. When playing "9 best players" a player leaving the game cannot return to the game or batting order.
7. Players arriving after the game starts must be added to the substitutes list if using the "9 best players" batting order.
8. The G14-U leagues may have the on deck batter outside the dugout except at Daley Park.